Universe

+ current_stardate
+ star_system
# galaxy
# current_cockpit
# cockpit
# active_star_system
# script_system
# is_server
# network_lock

+ netLock()
+ netLocked()
+ isServer()
+ isPlayerStarship()
+ isPlayerStarshipVoid()
+ whichPlayerStarship()
+ AccessCockpit()
+ AccessCockpit()
+ CurrentCockpit()
+ AccessCamera()
and 43 more...

GameUniverse

hud_camera

+ GenerateStarSystem()
+ WriteSaveGame()
+ SetupCockpits()
+ activateLightMap()
+ getLightMap()
+ GameUniverse()
+ GameUniverse()
+ Init()
+ ~GameUniverse()
+ StartGFX()
and 8 more...
StartGL()